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Appl. No. 09/489,600
Amendment

Amendments To The Claims

Claim 1 (currently amended): A method for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses, comprising the steps of:

- (a) receiving a request utilizing a network for viewing an event;
- (b) queuing the request in memory;
- (c) creating an object in response to the request, the object adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal; and
- (d) sending the object to one of the client apparatuses utilizing the network for being stored therein[.];

wherein the event is not communicated over the network in real-time during the playback of the event such that network bandwidth use is limited.

Claim 2 (original): A method as recited in claim 1, wherein the request is received via an application program embedded in a site on the network.

Claim 3 (original): A method as recited in claim 2, wherein the object is adapted to playback the event which is stored in memory of the client apparatus.

Claim 4 (original): A method as recited in claim 3, wherein the memory includes a digital video disc (DVD).

Claim 5 (original): A method as recited in claim 1, wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses.

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Claim 6 (original): A method as recited in claim 1, wherein the activation signal is provided using a clock of the client apparatus.

Claims 7-18 (cancelled)

Claim 19 (new): The method of claim 1, further comprising:
communicating overlay data over the network to the plurality of client apparatuses during the playback of the event such that the overlay data is played back during the playback of the event.

Claim 20 (new): The method of claim 1, further comprising:
determining if the request is received prior to a threshold period;
the creating an object in response to the request further comprises creating an object in response to the request if the request is received prior to the threshold period wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses; and

creating an object in response to the request when the request is received during the threshold period, wherein the object created for the request received during the threshold period is adapted to playback the event at a predefined period within the playing of the event following the start time of the event such that the playback of the event is synchronized.

Claim 21 (new): The method of claim 20, wherein the predefined period within the playing of the event comprises a predetermined chapter of the event.

Claim 22 (new): A method for creating a synchronizer object in order to playback an event simultaneously on a plurality of a client apparatuses, comprising the steps of:

receiving a request utilizing a network for viewing an event;
determining if the request is received prior to a threshold period;

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queuing the request in memory;
creating an object in response to the request if the request is received prior to the threshold period, the object adapted to playback the event on a client apparatus simultaneous with the playback of the event on the remaining client apparatuses upon the receipt of an activation signal; and
sending the object to one of the client apparatuses utilizing the network for being stored therein.

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Claim 23 (new): The method of claim 22, further comprising:
creating an object in response to the request when the request is received during the threshold period, wherein the object created for the request received during the threshold period is adapted to playback the event at a predefined period within the playback of the event following a start time of the event such that the playback of the event is synchronized.

Claim 24 (new): The method of claim 23, wherein the predefined period within the playback of the event comprises a predetermined chapter of the event.

Claim 25 (new): The method of claim 22, wherein the request is received via an application program embedded in a site on the network.

Claim 26 (new): The method of claim 22, wherein the object is adapted to playback the event which is stored in memory of the client apparatus.

Claim 27 (new): The method of claim 22, wherein the memory includes a digital video disc (DVD).

Claim 28 (new): The method of claim 22, wherein the object identifies a start time when the playback of the event is to begin on each of the client apparatuses.

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Claim 29 (new): The method of claim 1, further comprising:
generating the activation signal; and
sending the activation signal to the client apparatuses causing an initiation of
playback of the event stored on the client apparatuses.

Claim 30 (new): A method for creating a synchronizer object in order to playback
an event simultaneously on a plurality of a client apparatuses, comprising:
receiving a request utilizing a network for viewing an event;
queuing the request in memory;
creating an object in response to the request, the object adapted to playback the event
on a client apparatus simultaneous with the playback of the event on the remaining client
apparatuses upon the receipt of an activation signal;
sending the object to one of the client apparatuses utilizing the network for being
stored therein;
generating the activation signal; and
sending the activation signal to the client apparatuses causing an initiation of
playback of the event stored on the client apparatuses.

Claim 31 (new): A method as recited in claim 30, wherein the event is not
communicated over the network in real-time during the playback of the event.

Claim 32 (new): The method of claim 31, further comprising:
communicating overlay data over the network to the plurality of client apparatuses
during the playback of the event such that the overlay is played back during the playback of the
event.